



"Get Tagged, You'll Love It"

TOWNSVILLE OZTAG
0414 754 022 9am – 5pm Mon – Fri
www.townsvillecityoztag.com

GAMES PLAYED AT
Townsville Junior Rugby League
Kern Bros Drive
Kirwan

NOMINATION FORM

The **2010 Winter COMPETITION** will commence
MENS competitions - **MONDAY August 2nd**
MIXED and **WOMENS** competitions - **WEDNESDAY August 4th**

COSTS		GAME FEES	SHORTS
Registration Card New Players	\$20 once only	\$3.00 per player per game Forfeit fees apply.	\$25 available at grounds. Only official Oztag shorts are permitted for insurance reasons.
INDIVIDUAL REGISTRATION	\$95 per person. (\$75 if paid on first night) Teams must have 10 players to register.		
or TEAM REGISTRATION	This includes registration and Game Fees \$1200 for a team of up to 14 players Must be paid on first game night New teams paying this will still need to pay \$20 each to purchase registration cards.		

- **REGISTRATION** – TDJRL fields Kern Brothers Drive, from 6pm Mondays and Wednesdays.
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- **\$475 DEPOSIT** (6 team members registration) must be paid when you register to secure your team's position.

TO NOMINATE PLEASE FILL IN THIS FORM, INDICATING THE DIVISION YOU PREFER TO PLAY IN.

TEAM NAME MENS--MIXED--WOMENS

TEAM DELEGATE EMAIL ADDRESS

DELEGATES ADDRESS

PHONE (W.....H).....(mob)

GRADINGS – 1ST preference 2ND preference..... **Grade played previously**

The first 2 or 3 weeks of the season are trial games to position new teams.

NEW TEAMS HOW MANY OF YOUR MEMBERS HAVE PLAYED BEFORE:

Grades available	
MONDAY	WEDNESDAY
Mens A,B,C,D,E	Mixed Social A B C D E F
Mens U23's	Womens Social

(Office Use only)	
Deposit Paid	



COSTS AND GENERAL INFORMATION

Teams must have a minimum of 10 players to register.

- **OZTAG Costs - \$95 per person, (\$75 if paid before taking field of 2nd game) Weekly Game Fee - \$3.00**
- **OR** you can pay full team registration of **\$1200** a team of up to 14 players to be paid in full on the first night. (includes \$3 game fees)
- **SHORTS** - Players must wear official Oztag shorts. These cost \$25 and are only available from the administration desk at the fields. Shorts can be hired for \$25 with \$20 refunded on return
- **HOW TO REGISTER YOUR TEAM**
 - Fill in the nomination form.
 - Attend registration night and pay a deposit (non-refundable)
 - **Teams meeting all registration criteria will be given preference in the draw.**
- **GENERAL INFORMATION**
 - **UNIFORMS AND FOOTWEAR** - Refer to Conditions of Play.
 - **FOOTBALLS** -Teams must supply their own balls. Touch footballs are not acceptable, preference is for 'Classic Senior' Rugby Union or Rugby League balls. Balls are available to buy at grounds for \$26.00
 - **FORFEITS** – Will cost the team \$30 . Refer to Conditions of Play.
 - Teams play with 8 players on the field.
 - Mixed teams play with a maximum of 5 men on the field.
 - Rule Books are available to buy.

→ Teams must nominate a team delegate ←

**IMPORTANT INFORMATION FOR TEAM DELEGATES -
DELEGATES ARE A VITAL PART OF ANY COMPETITION.
YOU NEED TO ORGANIZE YOUR TEAM FOR THE SEASON AND MAKE SURE THAT -**

- ☺ All players read the **CONDITIONS OF PLAY**.
- ☺ Send players to the admin desk to pay insurance levies. Insurance is compulsory. When paid, insurance tag numbers should be recorded on the team sheet beside players' names.
- ☺ Nightly sign on requirements - organise players to sign on for each game when you collect their \$3 game fees. Team sheets for recording this are at admin desk.
- ☺ The draw is emailed to delegates weekly. Make sure that you let the desk know your correct email address. Delegates should let all team members know when they're playing. The draw can also be found on the web site and in Mondays Daily Bulletin.
- ☺ ***You should be aware of on-field behaviour requirements. Back-chat or abuse of referees, can result in team suspension from the competition. Refer to the Conditions of Play.***

www.townsvillecityoztag.com

0414 754 022 during office hours



CONDITIONS OF PLAY

- **REGISTRATION** forms must be filled in and signed by players. All players must have their insurance number recorded next to their name on the forms. Only financial and registered players may take the field.
 - **INSURANCE COVER** – Claims cannot be made unless –
 - Injuries **MUST BE** recorded with the referee and the co-ordinator at the admin desk on the night. Townsville Ozttag can't acknowledge injury claims advised after the night.
 - Team sheets are filled in. *In your own interests, fill in the sheets correctly.*
 - Spot checks are done regularly by referees; ***we cannot let uninsured players take the field.***
 - **Teams who refuse to follow insurance requirements may be expelled from the competition.**
 - **TEAM SIGN ON SHEETS** should be filled in by players before each game. No game points if not completed.
 - A team delegate or captain must sign the referees score card after each game.
 - Check the referee's player-count, as that's how many players you must pay for e.g. 10 players = \$30
Fill-in players should pay, or the team pays for them!
 - Refusal to sign a ref's card will result in loss of game points.
 - Team Points will not be reinstated if these conditions are not adhered to.
 - **FINALS** - Players must play in at least 5 games to qualify for the Finals with exceptions made for medical reasons and refereeing duty. No players can be added to the Registration Sheet after Game 7 without permission from the co-ordinator. All requests must be made in writing.
 - **FORFEITS** – The competition co-ordinator must be advised of forfeits. A \$30 forfeit fee will apply. No further points will be received until this penalty is paid.
 - Teams not ready to play on time will be penalized 1 try every 2 minutes for 10 minutes, then a forfeit declared.
 - A minimum of 5 players need to have signed on for a game to begin. Mixed games can have up to 5 men on the field.
 - Teams that forfeit, receive no points and 5 tries 'against'.
 - **POINTS SCORING SYSTEM** – Win or Bye = 3 points: Draw = 2 points: Loss = 1 point:
Forfeits = winning teams – 3 points and 5 tries 'for'. Forfeiting teams – no points, 5 tries 'against'.
 - **PLAYING IN 2 GRADES** – Players cannot play more than 1 grade lower than graded/registered.
Penalty – loss of game points for both teams.
 - **REPRESENTATIVE PLAYERS** Only 5 representative players can register in one team.
 - **FILL IN PLAYERS** Maximum of 3 fill in players. 1 player - no penalty, 2 players – 2 try penalty, 3 players – 3 try penalty.
 - **UNIFORMS** –All teams are to wear uniform shirts. Numbers should be visible, either on sleeves or the back of the shirt. Teams out of uniform after week 4 will lose a point each week thereafter.
 - Playing shorts should be official Ozttag shorts available to purchase at the grounds.
 - Football boots with ANY screw-in type studs OR TIPS (metal, nylon or spikes) are NOT permitted.
 - NO jewellery is to be worn during the game. This includes watches and rubber supporters bands.
 - **All teams are to provide their own playing ball.**
 - **ON FIELD BEHAVIOUR** - **Only team captains should talk to the referee.** Sledging of the referee, opposition or of your own team members will not be tolerated. This is a major offence and will result in you being sent off. Second offences in the same game will result in suspension of players and your team's loss of points. **If you are suspended you will be required to referee games. You will not be able to play again until this requirement is met.** *Refusal to tell the ref a player's name means automatic loss of game points.*
 - The sledging rules ALSO apply to teams **If your team's behaviour causes a referee to quit or call the game off, the team or delegate will be required to attend a judiciary hearing to explain why your team shouldn't be suspended.**
 - Sledging rules apply to spectators as well. Spectators will be asked to leave the grounds if their behaviour is not appropriate. Refusal means penalties for the team concerned.
- *****REMEMBER – OZTAG GAMES ARE REGARDED AS SOCIAL*****
- **DO NOT DRINK ALCOHOL AND PLAY OZTAG.** There are penalties for offenders and their teams.
 - All **COMPLAINTS** should be made in writing. The organizers will not act on verbal complaints.
 - **WET WEATHER** - A decision is never made before 5.00pm on the afternoon. Games will only be called off if the League closes the fields. Announcements are made on the website. We will e-mail delegates. Delegates CAN phone to find out if matches are on. It is their responsibility to notify team members. Ring OZTAG on 0414 754 022 if you are in ANY doubt.

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OZTAG RULES AT A GLANCE

➤ The Basics

- Oztag is a non contact version of rugby league.
- Maximum of 8 players at any one time.
- Defender must remove at least one tag to stop attackers progress. He/She then HOLDS UP the tag and drops it to the ground marking where the play the ball should occur.
- There is a marker in the play the ball.
- Defence must be back seven metres.
- Defensive line can move forward only when dummy half touches the ball. Dummy half can run and be tagged with the ball.
- Six tags/plays to promote ball before changeover.
- An attacker must stop and play the ball if he is in possession with only one tag on.
- The only persons able to promote the ball with one tag on are the dummy half, and the player taking the tap (as long as they do not take more than one step with the ball).
- A knock back is play on, knock on advantage rule applies - same as league.
- An attacker must stop and play the ball if he is in possession with only one tag on.
- The only persons able to promote the ball with one tag on are the dummy half, and the player taking the tap (as long as they do not take more than one step with the ball).
- The game is non-contact the attacker cannot deliberately bump into defender. A defender cannot change direction and move into attackers path. Whoever initiates contact will be penalised. The onus is on the attacking player to avoid defender.
- The ball carrier is not allowed to protect his tag or fend off defenders.
- A try is awarded to the attacking team when they ground the ball on or over the try line.
- Simultaneous tag is play on. (If the referee is unable to decide, the pass is allowed - play on. The advantage goes to attacking team.)
- An attacker may pass the ball over his/her try-line to a team mate who may run the ball out. If the ball is dropped, the ball is deemed dead. A player in possession may run behind his try-line and back out into the field of play.
- Players can dive to score a try, however, if this player touches the ground with the knees or arms before the try line or slides across the line and a defender is within tagging distance a try is disallowed and a tag is counted.
- A player can go down on their knees to score a try over the try line.

➤ Kicking

- A team may kick the ball before the initial tag is made. (eg: a team picks up the ball in general play from a kickoff, knock- on, loose ball etc.. may kick the ball before being tagged) Once a tag has been made, the ball may not be kicked again till after the fourth tag.
- Kicks in General play cannot be above the shoulder height of the referee. Attacking team cannot dive on a kicked ball in any situation, but can kick on.
- Kick offs and line drop outs. If the ball lands in the field of play and then rolls across the try line whether touched or not a line drop out occurs. Try line becomes the dead ball line for all kicks.
- If the ball is kicked or passed into the referee, the referee will order a changeover where he was struck.

➤ Misconduct

- Unsportsmanlike conduct covers the behaviour and attitude of players on the field and may result in penalty, sin bin or dismissal and will include a requirement to referee games.
- The Australian Oztag Sports Association has and will hand out lengthy penalties for fighting.